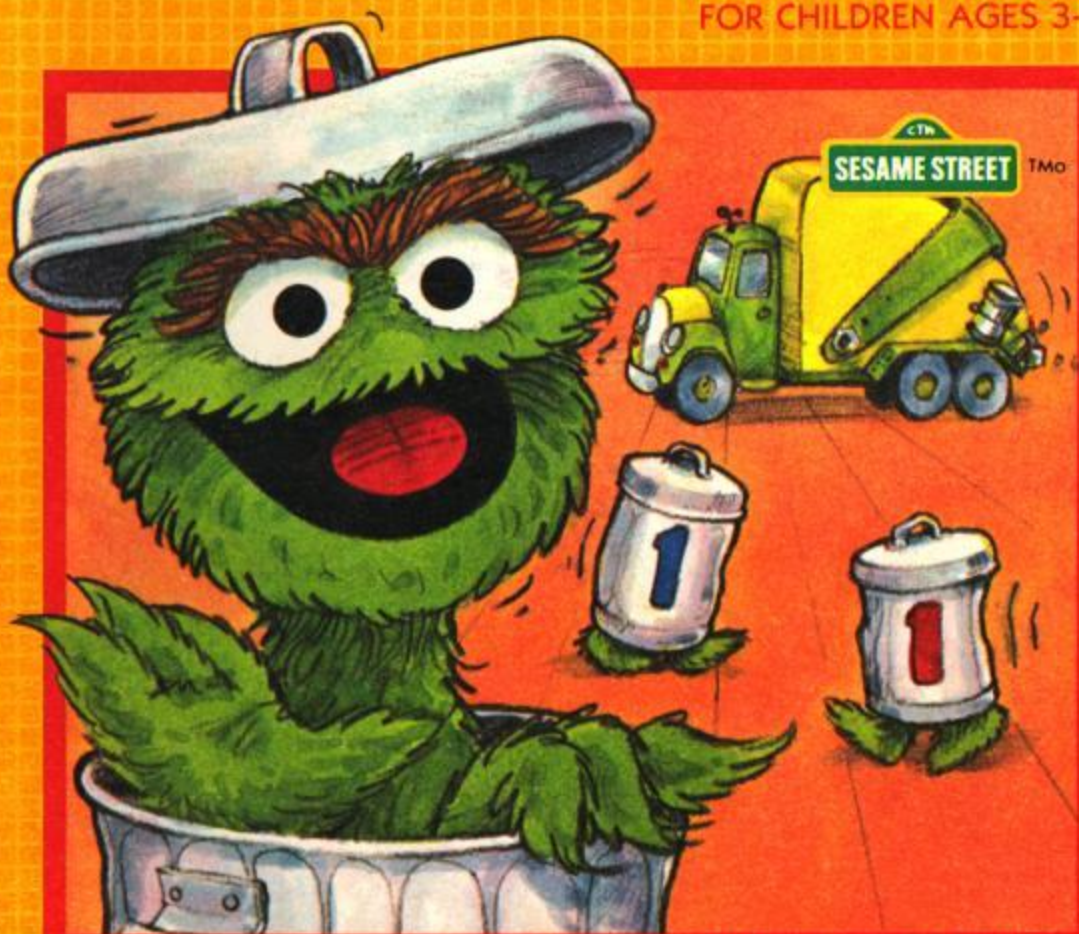


C&W™
CHILDREN'S COMPUTER WORKSHOP
AN ACTIVITY OF
CHILDREN'S TELEVISION WORKSHOP

ATARI® 2600™

OSCAR'S TRASH RACE™+

FOR CHILDREN AGES 3-7



+ Indicates trademark of MUPPETS, INC.

ATARI AND CHILDREN'S COMPUTER WORKSHOP™ * PRESENT:

Educational games featuring the lovable Sesame Street Muppets and other wonderful, whimsical characters. The creators of Sesame Street, Electric Company, and 3•2•1 Contact have teamed up with the creators of the world's most popular video games.

ATARI / CCW™ * games are designed by writers, artists, programmers, educators, psychologists, and lots of kids!

OUR FORMULA:

One Part Creative Magic

+

One Part Technical Wizardry

+

One Part Educational Know-How

=

Dynamic, Child-Appropriate Video Games!

ATARI/CCW Video Games Provide:

- Family Play
- Continuous Challenge
- Long-Term Fun
- Nonviolent Play
- Opportunity for Cooperative Play, Individual Play, and Competitive Play
- Appeal to Both Girls and Boys

This Video Game Product was developed by ATARI, INC. and the CHILDREN'S COMPUTER WORKSHOP
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Table of Contents

-  Note to Parents.....1
-  Setting Up.....2
-  A Read-Aloud
Story.....4
-  Game Play.....9
-  I Love Trash..... 14
-  More Fun With
Oscar.....15
-  Game Matrix.....21





Note to Parents

OSCAR'S TRASH RACE provides an exciting urban setting for practicing a variety of numerical skills and concepts as well as important prereading skills. These include:



1) Counting objects and matching the number of objects counted with its corresponding numeral.

2) Recognizing the number of objects in a pattern.



3) Following directional arrows.

4) Using the relational concepts up, down, left, and right.

When you play OSCAR'S TRASH RACE with your child you can reinforce numerical concepts by talking about the game as you play. Say the names of the numbers out loud and encourage your child to say them too.

As you read this manual, from time to time you will see this symbol:



The symbol will be followed by suggestions to help you and your child get the most fun out of playing OSCAR'S TRASH RACE.





Setting Up

HOW TO USE YOUR ATARI® KID'S CONTROLLER

Use your ATARI KID'S CONTROLLER to play OSCAR'S TRASH RACE.

Plug the ATARI KID'S CONTROLLER into the LEFT controller jack at the back of your ATARI 2600™ console. (See **Figure 1**.) In two-player games, players take turns using the controller as each person's turn comes up. The computer keeps score automatically.



Figure 1 – Plugging in the Controller



You will find one keypad overlay included with this game. This colorful overlay will help your child select and use appropriate buttons during game play. Slip the overlay tabs into the slots at the top and bottom of your ATARI KID'S CONTROLLER, as shown in **Figure 2**.

Figure 2 – Keypad Overlay

NOTE: Always turn the console POWER switch OFF before inserting or removing an ATARI Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI 2600 Video Computer System™ cartridge.



HOW TO USE THE ATARI 2600 CONSOLE CONTROL SWITCHES

POWER ON/OFF SWITCH

After you have inserted the Game Program cartridge, move the **POWER ON/OFF** switch to **ON**.

GAME SELECT SWITCH

OSCAR'S TRASH RACE contains seven exciting game levels. Find the game number you want to play in the **GAME MATRIX** on the back cover. Press the **GAME SELECT** switch until the game number appears at the lower left of the television screen. (See *Figure 3*.) The number on the right indicates the number of players for that game. For a detailed description of each game, see **GAME PLAY**.



Game Number Player Number

Figure 3—Selecting a Game

GAME RESET SWITCH

After you have chosen the game level you want to play, press **GAME RESET** to begin the game. You can also press **GAME RESET** during game play or after a game ends if you want to start the same game over.

DIFFICULTY SWITCHES

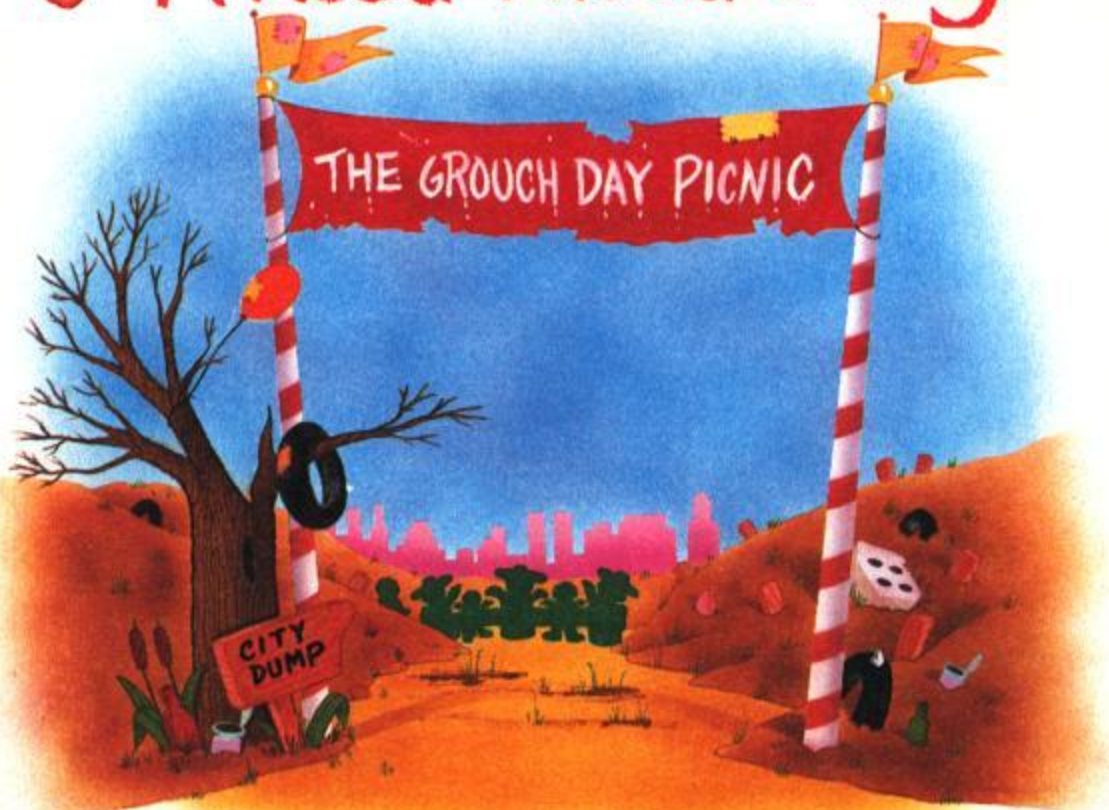
RIGHT and **LEFT DIFFICULTY** switches are not used in this game.

TV TYPE SWITCH

Set the **TV TYPE** switch to **COLOR** to play the game on a color TV. Set this switch to **B/W** to play on a black and white TV.



A Read-Aloud Story



It was the morning of the annual Grouch Day Picnic. The weather was perfect: cloudy, cold, and dreary. Little grouches from all over the country came to the picnic, which was held at their favorite spot: the scenic city dump. The little grouches ate peanut butter and pickle sandwiches, showed off their junk collections, told grumpy stories, and played grouch games. But the high point of the day was the Trash Race, a game invented by Oscar the Grouch and his pet worm Slimey.



When Oscar blew his broken bugle, the race began. The three grouchiest grouches got to play first. They lined up at the back of the dump and waited for the start signal. "Blaa!" went Oscar's trumpet. "Here comes the trash truck!" yelled the spectators in the grouch gallery.



The three grouches waited nervously while a trash truck slowly backed into the dump. Out poured the trash: one, two, three, four—four old tin cans. Each grouch counted carefully

and checked the number on his can to see if it matched. "It's Herman!" yelled someone in the crowd. "No, I think it's Grungetta!" yelled another. But they were both wrong. The Grouch with the number four on her can was Sloppy.





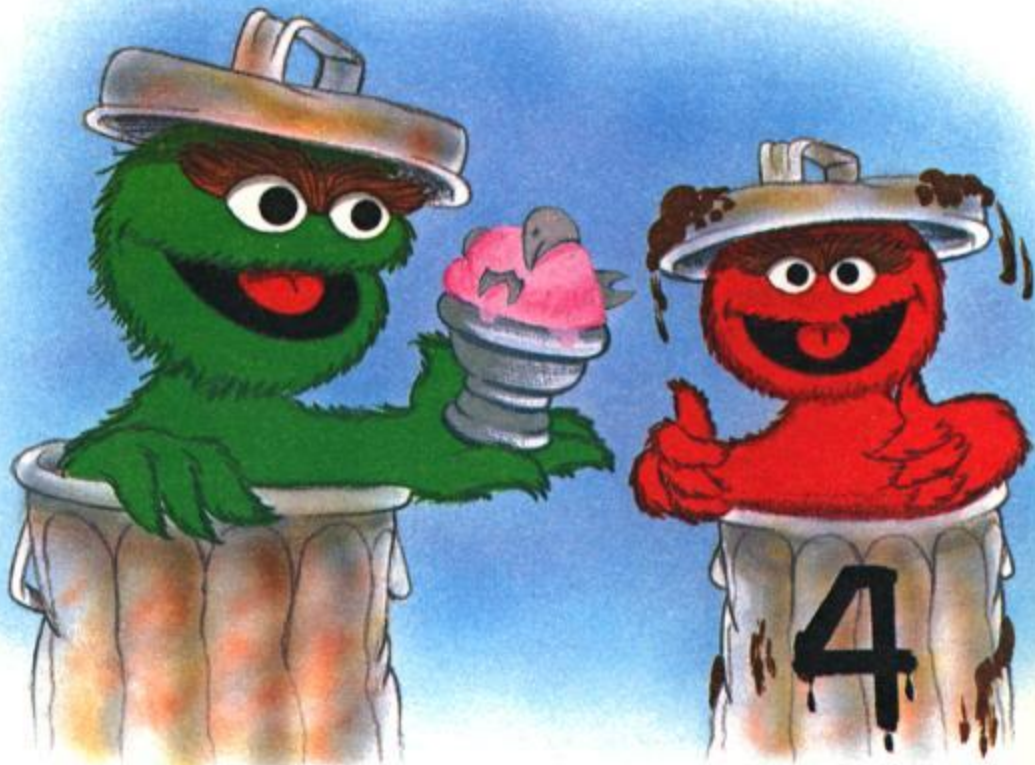
"It's me! It's me!" shouted Sloppy as she started racing to the trash. She knew she had to grab the trash and make it back to the starting line before Slimey reached the other end of the dump.



"Go Sloppy!" yelled the crowd. "Go Slimey!" shouted Oscar the Grouch. Sloppy raced through the muddy junk yard leaping over puddles and potholes as fast as her little green legs would go. By the time she reached the trash pile, Sloppy really lived up to her name: She was covered with mud from head to toe. Sloppy quickly grabbed the trash and ran back toward the starting line. It was a close race! Slimey was only a



slither away. But the thought of the grand prize gave Sloppy an extra burst of energy and she slid across the starting line before Slimey got to the far edge of the dump.



"Hurrah!" yelled all the grouches. "Boo!" yelled Oscar. Sloppy stepped up to Oscar's can to receive her prize. It was a delicious, icky sardine sundae.

That day the little grouches ran several more races. They simply loved racing for cracked



plates,



old shoes,



apple cores,



junk mail, used



toothbrushes,

crumpled tin



cans, and other wonderful

junk.



Of course, some of the little grouches liked playing in the puddles that covered the dump as much as getting the trash!

After the Trash Races, the grimy participants celebrated by eating more peanut butter and pickle sandwiches and talking about especially rotten aspects of the games. At the end of the day, everyone agreed that a grouchy time was had by all!





Game Play

NOW PLAY OSCAR'S TRASH RACE...HERE'S HOW:



All the little grouches want to show Oscar how fast they can count and collect trash. You can help them.

OBJECT OF THE GAME:

Help the little grouches count the trash, run to it, load it up, and return to the starting line as quickly as possible. Each time you finish a race you get one point.

GET READY TO PLAY:

Follow the directions in **SETTING UP** to plug in the KID'S CONTROLLER, to use the keypad overlay, and to select a game level.

To select a little grouch, press one of the three grouch buttons on your keypad overlay.



If you pick a grouch whose number doesn't match the number of trash pieces, a buzzer sounds.

To move the grouch down toward the trash, press the arrow that points down:



To move the grouch to the left, press the arrow that points left:



To move right, press the arrow that points right:



To make the grouch jump, press the jump button on your overlay.



To move the grouch back up to the starting line, press the arrow that points up.



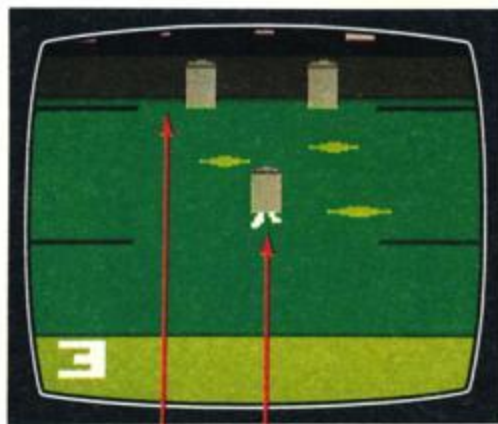
GAME VARIATIONS

OSCAR'S TRASH RACE contains seven action-packed game levels. Below are detailed descriptions of each. For quick reference see the **GAME MATRIX** on the back cover.

GAME 1: ONE-PLAYER PRACTICE GAME



The trash truck dumps out one to five pieces of trash, one piece at a time. First count the trash as it drops. Then look at the grouches. The correct number appears on **one** of the grouch cans. Select that little grouch by pressing the grouch button on your overlay which corresponds to the grouch's position. To help the grouch get to the trash as quickly as possible, press the left, right, and down arrows. Then move the grouch back up to the starting line by pressing the up arrow. (*See Figure 4.*) The little grouch runs as fast as his furry legs can go—what fun it is to load up on that nice, yucky trash! There are three races to a game. You receive one point at the lower left side of the screen each time you finish a race. After three races, Oscar the Grouch makes his magnificent appearance!



Starting Line Running Grouch

Figure 4—Grouch On The Run



Young children may need help counting objects. Encourage your child to point to the screen and count each piece of trash out loud as it falls.

GAME 2: ONE-PLAYER BEGINNING GAME



Again, the dump truck throws out one to five pieces of trash, one piece at a time. But now **all** the cans of the little grouches are numbered, so you must count the pieces of trash and decide which grouch has the same number on his can. Press the corresponding grouch can on your overlay to select that grouch. Then press the right, left, and down arrows to help the grouch get to the precious trash as quickly as possible. As soon as you've loaded up the trash, press the arrow that points up to run back to the starting line. You receive **one** point each time you complete a race. After three races, Oscar appears and congratulates you in his own grouchy manner.

GAMES 3 AND 4: ONE- AND TWO-PLAYER JUMP GAMES



Now the truck dumps one to nine pieces of trash on the ground. Select the grouch whose number matches the number of pieces of trash, and press the arrows on your overlay to make him run! In game 3 there are three puddles on the race course. In game 4 the racecourse is covered with many messy puddles. When the running grouch gets to a puddle, you should either press the jump button on your keypad overlay to help him jump over or use the arrows to walk around the puddle. You get **one** point

for every puddle you jump. Also, the grouches get down to the trash and return to the starting line faster when you make them jump over puddles. Once a grouch's toes touch a puddle, she or he can't resist playing in the muck, as shown in **Figure 5**. Just watch those little feet get covered with mud!

After three races in Game 3 and five races in Game 4, Oscar the Grouch shows his grouchy face. In two-player games, the second player takes over the controller to run races after the first player finishes. The number at the lower left side of the screen totals the first player's points and the number at the lower right side totals the second player's points.

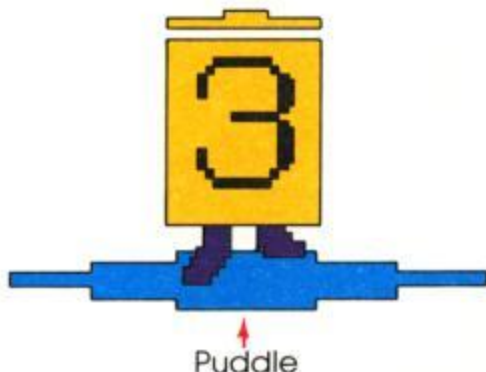


Figure 5—Grouch in a Puddle

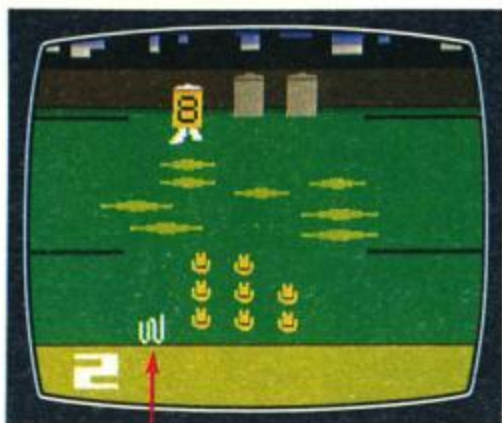


GAME 5: ONE- AND TWO-PLAYER TIMED RACES

Take the little grouches on as many races as you can before Slimey the Worm reaches the other side of the dump. See Slimey at the bottom of the screen? (**Figure 6**.) He slowly crawls from one end of the dump to the other end where Oscar awaits news of the races. When Slimey reaches Oscar, time is up, the game ends, and Oscar appears.



The truck dumps all the trash out at once and there are lots of puddles. Try to make the grouches jump over or run around these mudholes. If their toes touch that gooshy mud, they will hop in and play. You get **one** point for every puddle you leap and **one** point for each race you complete. In two-player games, the second player runs as many races as possible after time is up for the first player.



Slimey the Worm

Figure 6—Timed Game



You may want to draw your child's attention to Slimey the Worm on the screen, and explain that when Slimey reaches the far right edge of the screen, the game ends.



GAMES 6 AND 7: ONE- and TWO-PLAYER RAINY DAY GAMES

Pay close attention and help the runners leap over all the mucky puddles on the racecourse. Remember, whenever a grouch gets into a puddle, the race is delayed while the little grouch plays.


















During these races, the sky darkens and rain falls on the runners. When it rains, the puddles fill up with blue rain water. If you jump over a puddle when it is blue, you score **two** points.

There are one to nine pieces of trash which are dumped all at once. Slimey times the game. In two-player games, each player runs as many races as possible before time is up.

In Game 7 everything moves really fast because the little grouches have their speed up from all the practice they've gotten.

I Love Trash

As you play OSCAR'S TRASH RACE, watch for the following pieces of trash:

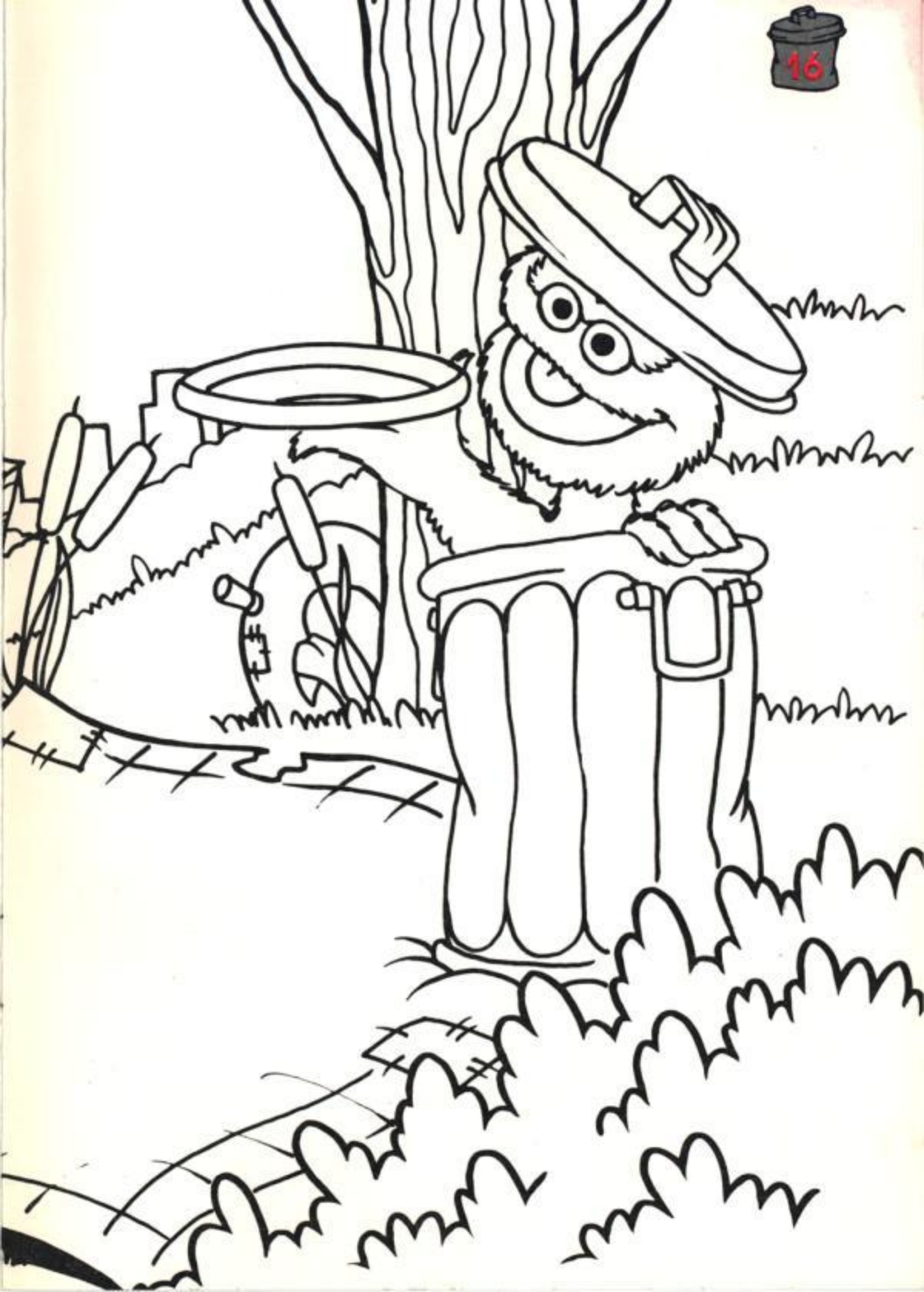
BONE		PHONE	
HANGER		TENNIS SHOE	
MUG		SHOE	
TOOTHBRUSH		ENVELOPE	
TIN CAN		SCISSORS	
TELEVISION		BOAT	
HAT		HAMMER	
		BEACH BALL	

More Fun With Oscar

The Grouch Picnic

Oscar and the little grouches are getting ready to eat a yucky picnic lunch. What do you think they will eat? Draw the lunch. Color the picture.





What happened first?

Here are some pictures from OSCAR'S TRASH RACE. What happened in each picture? Can you find what happened first? What happened next? What happened last? Now tell a story about what happened in the race!



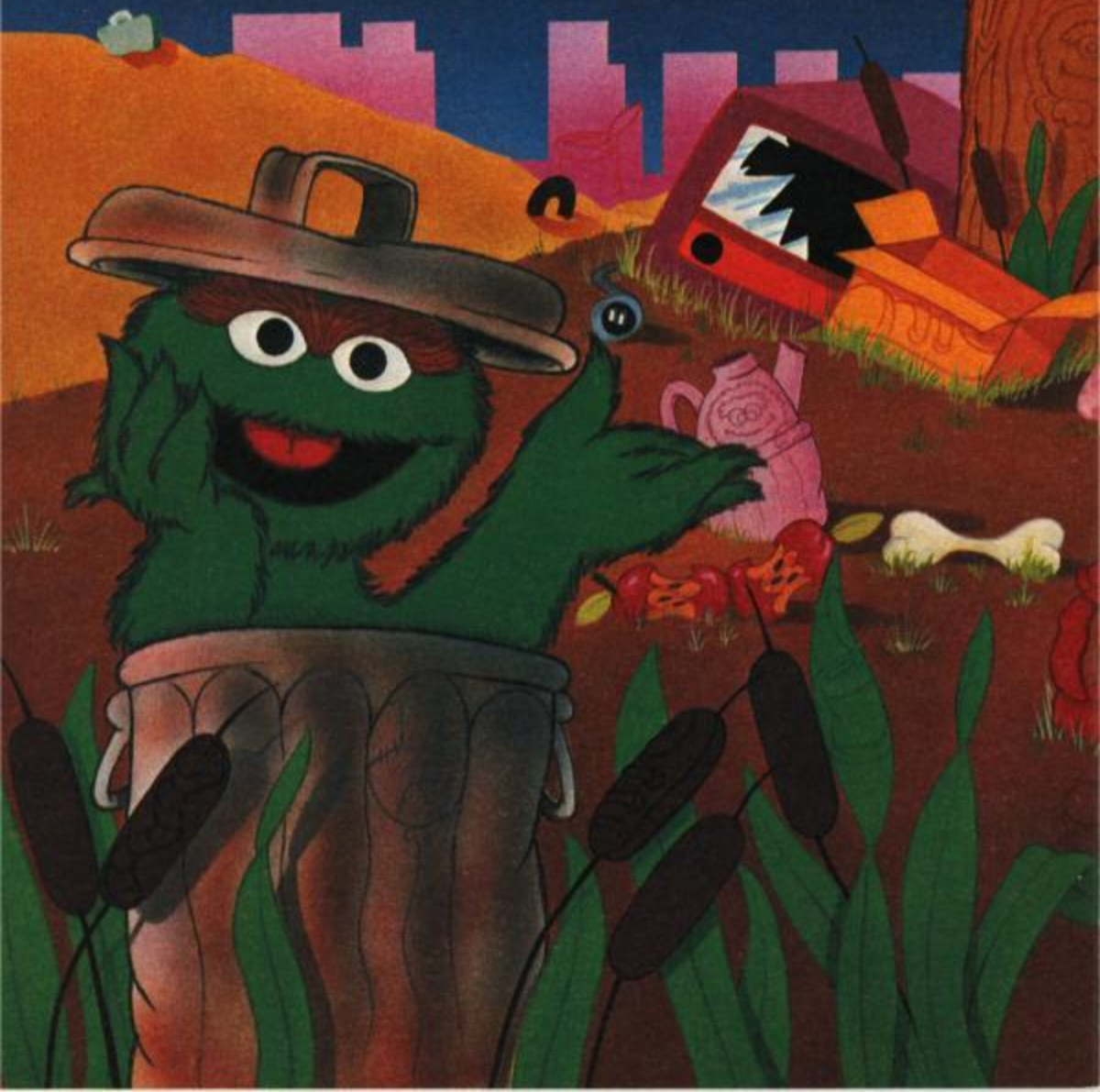
Trash Match

Each little grouch has a number on his can. The number tells you how many pieces of trash he or she will get. Draw a line from the grouch to the pieces of trash he or she will get.



Oscar's Scavenger Hunt

Oscar wants to fix up his home. Here he is at the city dump looking for fabulous junk. Help him find, one Slimey the worm, two sardine ice cream cones, three yucky balloons, four little grouches, five banana peels, six old shoes, and seven tin cans.







Game Matrix

1 	2 	3 
4 	5 	6 
		7 



GAME LENGTH
INDICATOR



PUDDLE JUMP
GAME



RAINY DAY
GAME

Games 1 & 2: One-Player Game Only
Games 3-7: One-Player & Two-Player Games



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